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■ **Blame** often comes out in full force the moment after you've

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From and among members of the various sects of Jews of every tribe

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Based on the above, we can design a policy-based system.

A very small percentage of all children may have some epileptic seizures, often reported in certain light patterns. Apparently in these patterns or backgrounds of a screen or screen or while playing video games may induce an epileptic seizure in these individuals. Children with tonic may induce generalized undetected epileptic symptoms when exposure may have nothing at all to do with it. If you or any one in your family has an epileptic condition, consult your physician prior to playing. If you suspect you or any one of the following symptoms, ask to play (it is better safe) — 1) chronic dizziness, 2) eye or muscle twitches, 3) loss of awareness, 4) inattention, 5) involuntary movements, 6) staring, 7) — 8) — 9) — 10) — 11) — 12) — 13) — 14) — 15) — 16) — 17) — 18) — 19) — 20) — 21) — 22) — 23) — 24) — 25) — 26) — 27) — 28) — 29) — 30) — 31) — 32) — 33) — 34) — 35) — 36) — 37) — 38) — 39) — 40) — 41) — 42) — 43) — 44) — 45) — 46) — 47) — 48) — 49) — 50) — 51) — 52) — 53) — 54) — 55) — 56) — 57) — 58) — 59) — 60) — 61) — 62) — 63) — 64) — 65) — 66) — 67) — 68) — 69) — 70) — 71) — 72) — 73) — 74) — 75) — 76) — 77) — 78) — 79) — 80) — 81) — 82) — 83) — 84) — 85) — 86) — 87) — 88) — 89) — 90) — 91) — 92) — 93) — 94) — 95) — 96) — 97) — 98) — 99) — 100) — 101) — 102) — 103) — 104) — 105) — 106) — 107) — 108) — 109) — 110) — 111) — 112) — 113) — 114) — 115) — 116) — 117) — 118) — 119) — 120) — 121) — 122) — 123) — 124) — 125) — 126) — 127) — 128) — 129) — 130) — 131) — 132) — 133) — 134) — 135) — 136) — 137) — 138) — 139) — 140) — 141) — 142) — 143) — 144) — 145) — 146) — 147) — 148) — 149) — 150) — 151) — 152) — 153) — 154) — 155) — 156) — 157) — 158) — 159) — 160) — 161) — 162) — 163) — 164) — 165) — 166) — 167) — 168) — 169) — 170) — 171) — 172) — 173) — 174) — 175) — 176) — 177) — 178) — 179) — 180) — 181) — 182) — 183) — 184) — 185) — 186) — 187) — 188) — 189) — 190) — 191) — 192) — 193) — 194) — 195) — 196) — 197) — 198) — 199) — 200) — 201) — 202) — 203) — 204) — 205) — 206) — 207) — 208) — 209) — 210) — 211) — 212) — 213) — 214) — 215) — 216) — 217) — 218) — 219) — 220) — 221) — 222) — 223) — 224) — 225) — 226) — 227) — 228) — 229) — 230) — 231) — 232) — 233) — 234) — 235) — 236) — 237) — 238) — 239) — 240) — 241) — 242) — 243) — 244) — 245) — 246) — 247) — 248) — 249) — 250) — 251) — 252) — 253) — 254) — 255) — 256) — 257) — 258) — 259) — 260) — 261) — 262) — 263) — 264) — 265) — 266) — 267) — 268) — 269) — 270) — 271) — 272) — 273) — 274) — 275) — 276) — 277) — 278) — 279) — 280) — 281) — 282) — 283) — 284) — 285) — 286) — 287) — 288) — 289) — 290) — 291) — 292) — 293) — 294) — 295) — 296) — 297) — 298) — 299) — 300) — 301) — 302) — 303) — 304) — 305) — 306) — 307) — 308) — 309) — 310) — 311) — 312) — 313) — 314) — 315) — 316) — 317) — 318) — 319) — 320) — 321) — 322) — 323) — 324) — 325) — 326) — 327) — 328) — 329) — 330) — 331) — 332) — 333) — 334) — 335) — 336) — 337) — 338) — 339) — 340) — 341) — 342) — 343) — 344) — 345) — 346) — 347) — 348) — 349) — 350) — 351) — 352) — 353) — 354) — 355) — 356) — 357) — 358) — 359) — 360) — 361) — 362) — 363) — 364) — 365) — 366) — 367) — 368) — 369) — 370) — 371) — 372) — 373) — 374) — 375) — 376) — 377) — 378) — 379) — 380) — 381) — 382) — 383) — 384) — 385) — 386) — 387) — 388) — 389) — 390) — 391) — 392) — 393) — 394) — 395) — 396) — 397) — 398) — 399) — 400) — 401) — 402) — 403) — 404) — 405) — 406) — 407) — 408) — 409) — 410) — 411) — 412) — 413) — 414) — 415) — 416) — 417) — 418) — 419) — 420) — 421) — 422) — 423) — 424) — 425) — 426) — 427) — 428) — 429) — 430) — 431) — 432) — 433) — 434) — 435) — 436) — 437) — 438) — 439) — 440) — 441) — 442) — 443) — 444) — 445) — 446) — 447) — 448) — 449) — 450) — 451) — 452) — 453) — 454) — 455) — 456) — 457) — 458) — 459) — 460) — 461) — 462) — 463) — 464) — 465) — 466) — 467) — 468) — 469) — 470) — 471) — 472) — 473) — 474) — 475) — 476) — 477) — 478) — 479) — 480) — 481) — 482) — 483) — 484) — 485) — 486) — 487) — 488) — 489) — 490) — 491) — 492) — 493) — 494) — 495) — 496) — 497) — 498) — 499) — 500) — 501) — 502) — 503) — 504) — 505) — 506) — 507) — 508) — 509) — 510) — 511) — 512) — 513) — 514) — 515) — 516) — 517) — 518) — 519) — 520) — 521) — 522) — 523) — 524) — 525) — 526) — 527) — 528) — 529) — 530) — 531) — 532) — 533) — 534) — 535) — 536) — 537) — 538) — 539) — 540) — 541) — 542) — 543) — 544) — 545) — 546) — 547) — 548) — 549) — 550) — 551) — 552) — 553) — 554) — 555) — 556) — 557) — 558) — 559) — 560) — 561) — 562) — 563) — 564) — 565) — 566) — 567) — 568) — 569) — 570) — 571) — 572) — 573) — 574) — 575) — 576) — 577) — 578) — 579) — 580) — 581) — 582) — 583) — 584) — 585) — 586) — 587) — 588) — 589) — 590) — 591) — 592) — 593) — 594) — 595) — 596) — 597) — 598) — 599) — 600) — 601) — 602) — 603) — 604) — 605) — 606) — 607) — 608) — 609) — 610) — 611) — 612) — 613) — 614) — 615) — 616) — 617) — 618) — 619) — 620) — 621) — 622) — 623) — 624) — 625) — 626) — 627) — 628) — 629) — 630) — 631) — 632) — 633) — 634) — 635) — 636) — 637) — 638) — 639) — 640) — 641) — 642) — 643) — 644) — 645) — 646) — 647) — 648) — 649) — 650) — 651) — 652) — 653) — 654) — 655) — 656) — 657) — 658) — 659) — 660) — 661) — 662) — 663) — 664) — 665) — 666) — 667) — 668) — 669) — 670) — 671) — 672) — 673) — 674) — 675) — 676) — 677) — 678) — 679)

KEYWORDS: health care; patient participation; patient empowerment; patient education; patient involvement; patient participation; patient satisfaction; patient self-management; patient self-efficacy; patient self-management; patient self-efficacy; patient self-management; patient self-efficacy

Small pictures on images may cause perceived picture-type damage so mark the positions of the EXIF data as shown as a warning of color names are lost when processing. (Warning)

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JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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RUNNER AND TOWER BOMBERS

WOW! TWO GREAT GAMES IN ONE PACKAGE!

Be prepared for a special banquet of characters and fun-filled possibilities. You'll find action and fun animation in every inch. There are two totally cool soundtracks, as well as all the bells, whistles, darts and dings you'd expect to find in the arcade. Multiple characters, multiple levels, dual-table play and bonus shots you're not really test your skills. Get ready to drop a few bombs or get bats in your belly!

RUNNER



Set in 1942, with the devastation of World War II and the threat of nuclear warfare fresh in everyone's mind, the possibility of a nuclear attack strikes fear in the hearts of people throughout the civilized world.

The Cold War has come to a head. Nuclear War is imminent. You are responsible for the protection of your country. Prepare for DEFCON 1 — full-scale war — brace yourself for the inevitable counterattack, and now a blast!

Runner is an intense, super-fast, totally killer game. Keep your eyes on the ball and take up anything that moves, but watch out for obstacles! This action-filled arcade game is going to blow your mind!



TOWER

Deep in the uncharted forests of a strange land stands a castle whose shadow tower casts a foreboding shadow across the surrounding trees. The tower can be seen for miles. Tales of its purpose abound but few have ventured to climb its heights and fewer still returned to tell the tale.

You, seeking adventure and action-packed petal thrills, enter the tower to discover its bloodthirsty purpose. You must battle with the strange inhabitants and their all-powerful mistress, the evil sorceress. Will this be your last petal game ever? Will you return to sanity and live to fight another day?



Sure! It is possible to defeat the Tower and bring it crashing down, but doing it is a real challenge. You'll have to use the magic of the tower to cast three spells. It's going to be hell, and it will drive you bats, but you'll have a devil of a good time.

GETTING STARTED



1. Insert your Fisher Pinball cartridge into the cartridge slot of your Jaguar 64-bit Interactive Multimedia System.
2. Press the Power button.
3. Press the A or B button to go directly to the **Pin** menu.

MEMORY SAVE

High scores and game options including number of players, number of balls, Throttle ON/OFF, ball type, and difficulty level are retained in the cartridge even if you have turned off your Jaguar 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press ***, B** and **Option** while on the Fisher Pinball title screen.

CONTROLS

Joined Left
or Right



A Button

B Button

C Button

Pause Button

Pressing the **Pause** button will pause the game. While paused, you can adjust the sound effects volume by pressing the **B** button, and the music volume by pressing the **A** button. Press **Pause** again to resume play.

Number
Buttons

CONTROL	ACTION
Joined Left, No Join	Left Trigger
B Button	Right Trigger
A Button	Jump/Up
Button 1	Left Budge
Joined Right	Left Budge
Button 5	Right Budge
C Button	Right Budge
Button 2	Center Budge
Button 3	Instantly victory if you after last hit
Button 4	Instantly victory if you at the same level
Pause	Pauses the game

PRO CONTROLLER

If you have a **Logitech Pro Controller**, you can use the left and right triggers to control the budge the value to the left or right, all the other controls remain the same.

MAIN MENU



Runner — Starts Runner with current settings.

Tower — Starts Tower with current settings.

Options — See Options for details.

OPTIONS

Number of players

1 to 4

Number of balls

3, 5 or 7 (3 is default)

Thyftan on/off

Turns the picture-in-picture display on or off.

Textured/Normal Ball

Select a solid silver ball or a ball with an engraved seal.

Easy/Factory/Hard

Select the skill setting. Factory is default.

Exit

Return to the Main menu.

Press up and down on the **Joypad** to move around the **Options** screen. Press the **B** button to make your selections, and move to the next option to complete.

GAME SCREEN



Top right corner displays score, balls in play, players number (for multiple players), bonus scores and extra balls, in addition to any other game messages.

When TinyDun is on, the bottom left corner of the screen displays a box to indicate special events on the screen, such as a lit ramp or floating targets.

LAUNCHING RUINER PEBBLE

The object is to hit as many targets, enemies and flying obstacles as possible. Each game has multiple sets of flippers. You lose the ball if it falls through the bottom sets of flippers and out of the hole at the bottom of the machine.

LAUNCHING THE BALL

The longer you hold the **A** button down, the farther the ball will travel.

RUDDING THE TABLE

You can also nudge the pinball table to help the ball move either right, left or center (see Controls). Beware, if you nudge too much you'll tilt the machine and deactivate all flippers until your next ball.



MULTIPLE PLAYER GAMES

For two or more players, each person shoots in turn. The score box in the top right corner shows which player has the ball.



SOUND EFFECTS

You can adjust the music volume and the sound effects level by pressing the **Pause** button on your **Joypad**. While the game is paused, press the **4** button to adjust the music volume or the **2** button to adjust the level of the sound effects. Press **Pause** again to resume play.

GAME STRATEGY

RUNNER

To advance to the next DEPCOM level, knock down all three SMELTER targets while they are flashing. Follow up by sending a ball up the lighted Missile ramp and the DEPCOM level will advance!



DEPCOM 4

You must hit the Alert Kickout on the right playfield. It might seem like a lot of fun, but do NOT hit the civilians (you'll lose points)! Follow the lights to advance to DEPCOM 3.

DEPCOM 3

Three S.I. targets on the right playfield will be lit. Knock down all of them and you'll advance to DEPCOM 2.

DEPCOM 2

Aim for the BAD Kickout, you've got to hit this to advance to DEPCOM 1.

DEPCOM 1

Knock the SMELTER targets down one last time and shoot the Missile ramp. Your missile is locked and loaded. Get ready, the ball will launch into the enemy territory and the counterattacks (anti-ball play) will follow!

There are lots of ways to increase your score. Try different ramp and target combinations and find mystery secrets.

TOWER

The tower is inhabited by an evil sorceress, but you can use her magic to your own advantage. Cast any three spells in the tower and it will crumble... maybe to complete ruin... maybe not...



THE SORCERESS SPELL

Hit the childhood powerup and follow the lights to cast this spell

THE CAPTIVE SPELL

You just knock down the three dragons and follow the lights to cast this spell

THE BLOOD KNIFE SPELL

Shoot the mouth knight at the bottom of the tower and follow the lights to the spells companion.

There are many other targets and enemy combinations to find in the tower so go inside a few times!

CREDITS

ATAI

Producer

Associate Producer

Lead Tester

Testers

Art Director

Joe Cole

Chris Charles

Art

Jeffrey Lee

Jennifer Jensen

Bill Meade

Marketing Product Manager

Kristine Chambers

Creative Services

Greg Laffrey

David Bradfield

Beeline Group

HIGH VOLTAGE SOFTWARE

Producer

Programmers

Artist

Callison Reynolds

Robert Design

Tower Design

Sound & Music

Barry J. Connelly

Scott Conley

Rick Baker

Jerry Pencake

Scott Conley

Rick Baker

Warhawk Action Audio

WARRANTY

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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, which will follow the required procedure to obtain a replacement.

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